

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (previously presented) A video game system in which a video game is progressed in accordance with a game software program read out from a video game program recording medium and, if there exist contents to be printed in the course of the progress of the video game, the contents are converted into printing data to be printed, said system comprising:

a video game apparatus which comprises:

video game software program readout means for reading out a video game software program from a video game program recording medium, having recorded thereon said video game software program, said video game software program being made up of a main portion of the video game software program, printing contents data and a printer driver for printing said printing contents data;

a non-volatile memory for storing a printer driver along with information on game progress;

printer driver updating means for updating the printer driver stored in said non-volatile memory by the new printer driver contained in the game software program read out by said video game software program readout means; and

printing controlling means for reading out the printer driver stored in said non-volatile memory to a work memory and for converting the printing contents data read out from said video game program recording medium by said video game software program readout means into printing data by using the printer driver on said work memory to output the printing data; and

a printing apparatus for printing said printing data;

wherein said printer driver includes: a common engine module for performing a process which is not dependent on the printer type, and a plurality of dedicated engine modules, each corresponding to a respective type of printer, for performing a process which is dependent on the printer type.

2. (previously presented) A video game apparatus used in a video game system in which a video game is progressed in accordance with a game software program read out from a video game program recording medium and, if there exist contents to be printed in the course of the progress of the video game, the contents are converted into printing data to be printed, said video game apparatus comprising:

B | video game software program readout means for reading out a video game software program from a video game program recording medium, having recorded thereon said video game software program, said video game software program being made up of a main portion of the video game software program, printing contents data and a printer driver for printing said printing contents data;

a non-volatile memory for storing a printer driver along with information on the game progress;

printer driver updating means for updating the printer driver stored in said non-volatile memory by the new printer driver contained in the game software program read out by said video game software program readout means; and

printing controlling means for reading out the printer driver stored in said non-volatile memory to a work memory and for converting the printing contents data read out from said video game program recording medium by said video game software program readout means into printing data by using the printer driver on said work memory to output the printing data;

wherein said printer driver includes: a common engine module for performing a process which is not dependent on the printer type, and a plurality of dedicated engine modules, each corresponding to a respective type of printer, for performing a process which is dependent on the printer type.

3. (previously presented) A method for controlling a video game apparatus comprising the steps of:

reading out a video game software program from a video game program recording medium, having recorded thereon said video game software program, said video game software program being made up of a main portion of the video game software program, printing contents data and a printer driver for printing said printing contents data to execute a video game in accordance with said video game software program;

updating the printer driver stored in a non-volatile memory along with information on the game progress by a new printer driver contained in the game software program read out from said video game program recording medium; and

reading out the printer driver stored in said non-volatile memory to a work memory and converting the printing contents data read out from said video game program recording medium into printing data by using the printer driver on said work memory to print the printing data;

wherein said printer driver includes: a common engine module for performing a process which is not dependent on the printer type, and a plurality of dedicated engine modules, each corresponding to a respective type of printer, for performing a process which is dependent on the printer type.

4. (previously presented) A video game program recording medium having recorded thereon a computer-readable video game software program, wherein:

said video software program comprises: a main portion of a video game software program, printing contents data, and a printer driver for printing said printing contents data; and

said printer driver includes: a common engine module for performing a process which is not dependent on the printer type, and a plurality of dedicated engine modules, each corresponding to a respective type of printer, for performing a process which is dependent on the printer type.

5. (Canceled)

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6. (previously presented) The video game system of claim 1, wherein said printer driver updating means updates only outdated modules of the printer driver stored in said non-volatile memory with modules of the new printer driver contained in the game software program; and wherein an outdated module of the printer driver stored in said non-volatile memory is a module that is of an older version than a corresponding module in the new printer driver contained in the game software program.

7. (previously presented) The video game system of claim 1, wherein the printing contents data indicate one or more privilege items, and printing contents data for each privilege item are printed when execution of the video-game program indicates that a corresponding stage of the game has been reached.

8. (previously presented) The video game apparatus of claim 2, wherein said printer driver updating means updates only outdated modules of the printer driver stored in said non-volatile memory with modules of the new printer driver contained in the game software program; and wherein an outdated module of the printer driver stored in said non-volatile memory is a module that is of an older version than a corresponding module in the new printer driver contained in the game software program.

13 (9. (previously presented) The video game apparatus of claim 2, wherein the printing contents data indicate one or more privilege items, and printing contents data for each privilege item are printed when execution of the video-game program indicates that a corresponding stage of the game has been reached.

10. (previously presented) The method of claim 3, wherein updating the printer driver includes updating only outdated modules of the printer driver stored in said non-volatile memory with modules of the new printer driver contained in the game software program; and wherein an outdated module of the printer driver stored in said non-volatile memory is a module that is of an older version than a corresponding module in the new printer driver contained in the game software program.

11. (previously presented) The method of claim 3, wherein the printing contents data indicate one or more privilege items, and printing contents data for each privilege item are printed when execution of the video-game program indicates that a corresponding stage of the game has been reached.

12. (previously presented) The video game program recording medium of claim 4,
B1 wherein the printing contents data indicate one or more privilege items, and printing contents
data for each privilege item are printed when execution of the video-game program indicates that
a corresponding stage of the game has been reached.
